

Competitive Minesweeper Test Plan

Format:

- A. Identification and Classification
- B. Instructions
- C. Expected Result

- A. New Game, Severity 1.
- B. Press the New Game button.
- C. A fresh board should appear and the player should be able to start sweeping for mines.

- A. Play Game, Severity 1
- B. Attempt to clear board.
- C. Numbers should accurately indicate the number of adjacent mines. Additionally, game should correctly recognize when a mine is hit, or when the board is cleared.

- A. Create Board, Severity 2
- B. Click Menu-> Create board.
- C. A size selection should appear and then a blank board will appear. The user should be able to place mines.

- A. Save Board, Severity 2
- B. After creating a board, press Save Board.
- C. A save dialog should appear and allow the user to name the board and successfully save it locally.

- A. Get a High Score, Severity 3
- B. Complete a board with a high enough score to reach the high score list for that board
- C. The high score list will appear and ask for a name. The name will be entered and be accurately placed on the list for that board

- A. Play a Game With an Opponent, Severity 3
- B. Connect to the game server, select an opponent, select or create a board, play a game.
- C. See other person's board update real time, update gametime based on correct or incorrect choices, see end game dialogue when completed

- A. Load a board for an Opponent, Severity 3
- B. When connected to an opponent to play a game, select load board.
- C. The game should allow you to select a previously saved board from a list, instead of creating a new one. The opponent would then play on this loaded board.